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ABSTRACT

Games are processed in a more realistic and immediate manner during image processing for soccer games and the like. Specifically, the movements of characters more accurately simulate those of actual opponents, resulting in greater game realism.

The invention is an image processing device for imaging and displaying the behavior of characters modeled on opponents in virtual three-dimensional space. It is determined (S21 to S24) whether or not there exists a certain situation in which the relation to the game contents (in the centering area, for example) or the positional relation (such as distance) between characters and a target (such as opponent characters or the ball) having a relation through the game to said characters matches certain conditions, and the eyes of the characters are directed to the target (S25, S26, S28, etc.) when it is determined that the certain situation exists. The invention is especially suitable for soccer games.